Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A specified position determining method applied to a game apparatus, comprising the steps of:

generating map data to display a map image on a display unit of the game apparatus, the map image two-dimensionally expressing a corresponding three-dimensional map which includes information representing a predetermined three-dimensional field, wherein the three dimensional map is divided into a plurality of small regions and displayed on the display unit;

generating cursor data to display a cursor on the displayed map image;

controlling a position of the displayed cursor in accordance with an instruction from an operator;

virtually disposing the three-dimensional map in parallel to the map image at a backward position thereof seeing from a predetermined viewpoint, such that straight lines extending from the predetermined viewpoint to given points on a peripheral edge of the map image further pass through corresponding points on a peripheral edge of the three-dimensional map;

projecting the predetermined viewpoint onto the three-dimensional map via a position of the cursor displayed on the map image;

detecting a point on the three-dimensional map where the projected viewpoint intersects the predetermined three-

dimensional field, whereby determining the detected point as a position where the cursor specifies on the displayed map image; and

~~wherein the game being advanced as specifying a predetermined position on a map by a cursor operated by an operator~~ advancing the game by specifying with a cursor operated by an operator a position of at least one combat element in at least one of the small regions, wherein the game progresses by moving and specifying the position of the at least one combat element by means of the cursor operated by the operator.

Claim 2 (original): The specified position detecting method according to claim 1, wherein the map data generating step includes a substep of generating map data to display a position on the map image, which corresponds to the determined position, on the display to be distinguishable from other positions.

Claim 3 (original): The specified position detecting method according to claim 1, wherein the predetermined three-dimensional field includes a plurality of areas, and the detecting step includes a substep of detecting which of the plurality of areas includes the detected point.

Claim 4 (original): The specified position detecting method according to claim 3, wherein the map data generating step includes a substep of generating map data to display an area on the map image, which corresponds to the detected area, on the display to be distinguishable from other areas.

Claim 5 (previously presented): The specified position detecting method according to claim 1, wherein the predetermined three-dimensional field represents at least one of a ground surface and a water surface.

Claim 6 (currently amended): A game apparatus comprising:

a generator for generating map data to display a map image on a display unit of the game apparatus, the map image two-dimensionally expressing a corresponding three-dimensional map which includes information representing a predetermined three-dimensional field, wherein the three dimensional map is divided into a plurality of small regions and displayed on the display unit, generating cursor data to display a cursor on the displayed map image, and controlling a position of the displayed cursor in accordance with an instruction from an operator; and

a controller for executing game processing in accordance with a position on the displayed map image specified by the cursor,

wherein the generator virtually disposes the three-dimensional map in parallel to the map image at a backward position thereof seeing from a predetermined viewpoint, such that straight lines extending from the predetermined viewpoint to given points on a peripheral edge of the map image further pass through corresponding points on a peripheral edge of the three-dimensional map, projects the predetermined viewpoint onto the three-dimensional map via a position of the cursor displayed on the map image, and detects a point on the three-dimensional map where the projected viewpoint intersects the predetermined three-dimensional field, whereby determining the detected point as a position where the cursor specifies on the displayed map image; and

~~wherein the game being advanced as specifying a predetermined position on a map by a cursor operated by an operator~~ advancing the game by specifying with a cursor operated by an operator a position of at least one combat element in at least one of the small regions, wherein the game progresses by moving and specifying the position of the at least one combat element by means of the cursor operated by the operator.

Claim 7 (currently amended): A storage medium having computer readable program code means embodied in the medium, the computer readable program code means comprising:

computer readable program code means for generating map data to display a map image on a display unit of the game apparatus, the map image two-dimensionally expressing a corresponding three-dimensional map which includes information representing a predetermined three-dimensional field, wherein the three dimensional map is divided into a plurality of small regions and displayed on the display unit;

computer readable program code means for generating cursor data to display a cursor on the displayed map image;

computer readable program code means for controlling a position of the displayed cursor in accordance with an instruction from an operator;

computer readable program code means for virtually disposing the three-dimensional map in parallel to the map image at a backward position thereof seeing from a predetermined viewpoint, such that straight lines extending from the predetermined viewpoint to given points on a peripheral edge of the map image further pass through corresponding points on a peripheral edge of the three-dimensional map;

computer readable program code means for projecting the predetermined viewpoint onto the three-dimensional map via a position of the cursor displayed on the map image;

computer readable program code means for detecting a point on the three-dimensional map where the projected viewpoint intersects the predetermined three-dimensional field, whereby determining the detected point as a position where the cursor specifies on the displayed map image; and

computer readable program code means for ~~advancing the game by specifying a predetermined position on a map by a cursor operated by an operator~~ advancing the game by specifying with a cursor operated by an operator a position of at least one combat element in at least one of the small regions, wherein the game progresses by moving and specifying the position of the at least one combat element by means of the cursor operated by the operator.

Claims 8 and 9 (cancelled).